ROMSTAR

EmuMovies

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ROMSTAR

MAGIC DARTS

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

Official Nintendo Seal of Quality

This game is Licensed by Nintendo® for play on the

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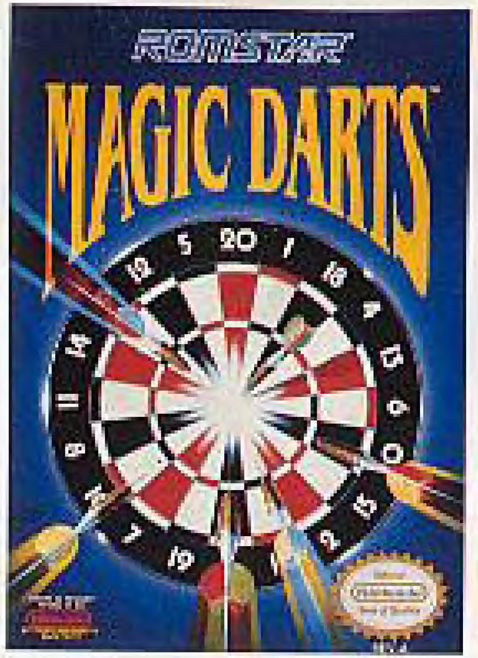

Darts is one of the most popular leisure games of all time. **MAGIC DARTS** has tournament style action which brings the excitement of real competition into your home. Up to four players can compete utilizing standard NES® controllers.

Get yourself on target and play **MAGIC DARTS.**

CAUTION DURING USE

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3. Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
4. Do not clean the game pak with volatile solvents such as thinner, benzene or alcohol.
5. Store the game pak in its protective sleeve when not in use.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television Please contact your TV manufacturer for further information.

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THE GAME OF DARTS

The game of darts has a long and rich history. What began during the days of the Roman Empire has evolved into one of today's most popular leisure games. The original game began with a dart known to the Romans as a "pilum". A pilum was ten feet long and made of iron. The target was a running man. As mankind progressed, so did the game of Darts.

In Old English, dart translates as "daroth, daruth and dagger". But many believe that the modern game of darts actually came from medieval archery. King Harold of England was killed in 1066 at the Battle of Hastings when an arrow pierced his eye.

Legend has it that the Pilgrim Fathers threw darts as they came to the New World in 1620. They called the game "Butts". They threw shortened arrows at the butt of a wine cask. The center of the butt counted for five points, and the surrounding areas graded down to zero.

The first reference to darts as we know it today was in the early 1900s. During World War II many soldiers played darts and brought the game to their home towns. Darts rapidly spread to pubs and taverns. Tournaments and leagues were quickly established.

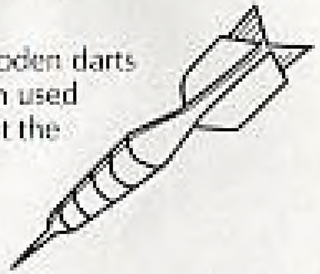
In the 1970s the use of tungsten darts and corporate sponsorship for televised dart competition brought the game into the home and hearts of men, women and children worldwide.

DART WEIGHT

Most darts today are made from brass and tungsten. Darts made with tungsten are smaller and heavier than those made only with brass. Nickel and copper are alloys that are commonly used with tungsten. The percentage of these alloys can be reflected in the price of the darts.

There are three basic dart designs, the torpedo, the straight-barreled and the center weight dart. Regardless of the shape, a dart must not exceed a maximum length of 12 inches or weigh more than 50 grams. Each dart consists of a needle-type point, which is fixed to a barrel. Attached to the rear of the barrel is a flighted stem which may consist of up to two separate pieces.

Our great-grandfathers threw wooden darts. The wooden darts is often called the French dart, and you still see them used today. A distinctive feature of the wooden dart is that the barrel and shaft are all one piece.



In **MAGIC DARTS** you can select your dart weight. You can choose from Light, Medium and Heavy.

START UP INSTRUCTIONS

* Insert the game cartridge into your NES®. Turn on the power switch. You should have the title screen showing.
* Press "Start".
* Select the type of game you wish to play by pressing either the cursor pad up/down or the "Select" button. Press the cursor pad right/left to turn the music off or on. Press "Start" to enter both selections.
* Choose your in and out rules by pressing either the cursor up/down or the "Select" button. Press "Start". Refer to page 7.
* Select the number of players by pressing either the cursor up/down or the "Select" button. Press "Start".
* Players 1 and 3 use controller #1 and players 2 and 4 use controller #2.
* Press the cursor pad right/left to display the character you wish to be.
* Press "A" or "Start" at the character you want to be.

* Enter your initials by pressing the cursor pad up/down to the select the letter. Press "A" to enter the letter.
* Select your dart weight by pressing cursor up/down. Press "A" to set.
* You can either start the game or select extra players at this time. To begin the game, press "Start" now. To add extra players, press the cursor pad up/down to select Extra Players. (Refer to page 8 on Character Selection if you need additional instructions for the watch mode characters.)
* *So go ahead . . . **ENJOY!***

RULES FOR EACH GAME MODE

There are six games to choose from. Each game has slightly different rules.

301
All players start with 301 points. The first player to reach 0 wins. Each dart score is deducted from the player's score. If you go under zero, the bust rule applies. The bust rules states that you must get the points you need without going below zero. For example, if you need 32 points and hit 35 - you bust. Sometimes it is called being "too hot". Your score would revert back to 32. Each player is allowed maximum of 20 sets of darts each.

501
Same rules as the 301 game except the players begin with 501 points.

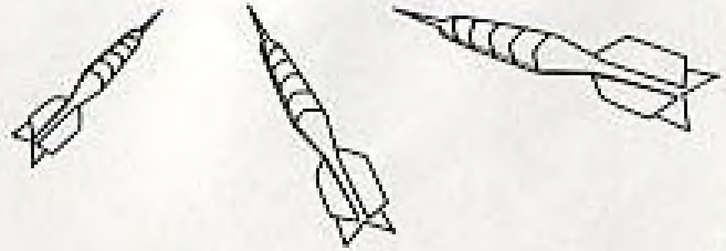
701
Same rules as the 301 game except the players begin with 701 points.

COUNT UP
In count up, players compete for the high score. Each player gets eight sets of darts.

ROUND THE CLOCK
In Round the Clock the players must hit numbers one through ten. The first player to hit all numbers in sequence wins.

HALF IT
Players begin with 40 points. Players have three chances to hit the assigned numbers to add to their own score. If the player is unable to hit all assigned numbers, their point total will be cut in half. The player with the highest score wins. The assigned numbers are 16, double ring, 17, 18, triple ring, 19, 20 and the bullseye.

All scores are kept electronically and are displayed in the right upper hand corner of the screen.



IN AND OUT RULE

If you choose to play a 301, 501 or 701 game mode, you will be asked for your choice on Open and Double Settings. Your choices are as follows:

OPEN IN, OPEN OUT
This means that the player can hit any number to begin and end the game.

OPEN IN, DOUBLE OUT
This means that the player can hit any number to begin but must hit a double ring to end the game.

DOUBLE IN, DOUBLE OUT
This means that the player must hit a double ring to begin and end the game.

HOW TO EXECUTE YOUR SHOTS

When the player's turn is up, a dart will appear at the bottom of the dartboard and a lighted box will shift back and forth below the dart. Press the cursor left and right to determine the position you want to start from. Watch the gauge moving back and forth. This gauge controls the curve of the dart. Stop the indicator at the angle you wish to throw the dart. Press the "A" button to lock these settings.

Next an angle gauge will appear by the player's hand on the bottom of the screen. The gauge will be moving up and down. This gage determines the aiming arc of the dart. Press the "A" button to lock this setting.

The power gauge behind the player on the right bottom will begin to move up and down. The higher the lighted bars, the more powerful your throw will be. Press the "A" button to lock this setting.

At this point, the game will throw the dart. You can see the dart in both 2-D and 3-D views.

CHARACTER SELECTION

There are twelve different characters to choose from:

TOM player A

BOB player B

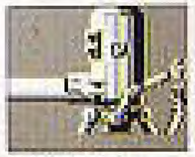
ANN player C

SUE player D

JOE Expert Male

MAX Macho Man

LEE Kung Fu


ROM Robot

LIZ Expert Female

KEN Ninja Dude

RIO Monkey

EBE Alien

You can override the character's name to reflect your own three initials. Note that Tom, Bob, Ann and Sue are available as player characters only and cannot be selected as extra players.

If you wish to have extra players, you can select this feature before you begin your game. To select the watch mode players, simply move the cursor pad right/left and press "A" to set your selection.

TRICK SHOTS

Every nail thrower has his trick shots. **MAGIC DARTS** has some trick shots too!!

See if you can answer the following questions:

1. Have you been able to figure out which characters have a trick shot?
2. Do you know what their trick shots are? Try looking at the extra player watch mode for hints!
3. Do you know how to make those trick shots?
4. Have you ever seen a fly buzzing around the board?
5. Have you ever hit the fly when it's buzzing around? You will be surprised.

*Remember . . . **PRACTICE MAKES PERFECT!***

ROMSTAR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

If the pak develops a problem requiring service after the 90-day warranty period, you may contact the Romstar Consumer Products Service Department at (213) 539-5283. If the Romstar Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Romstar to repair or replace the pak and will be given a Return Merchandise Authorization Number (RMA#). Reference your RMA# on the outside packaging of the defective pak, on all correspondence, and on your shipping documents.

Return the defective merchandise FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Romstar and enclose a money order payable to ROMSTAR, INC. for the cost quoted to you. Please include the following with your return:

- RMA Number
- Full Name
- Mailing Address
- Shipping Address (if different than mailing address)
- Day Time Phone Number

If after personal inspection, the Romstar Service Representative determines the pak cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS: Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Romstar be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of the warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

ROMSTAR 90-DAY LIMITED WARRANTY

Romstar, Incorporated warrants to the original consumer purchaser that this Romstar game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Romstar will repair or replace the pak, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

1. Do not return your defective game pak to the retailer.
2. Notify the Romstar Consumer Products Service Department of the problem requiring warranty service by calling (213) 539-5283. Our Consumer Products Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
3. Do not send your pak to Romstar before calling the Consumer Service Department. Any unauthorized pak returned to Romstar will not be accepted.
4. If the Romstar Service Representative is unable to solve the problem by phone, you will be provided with a Return Merchandise Authorization Number (RMA#).
5. When you are returning your pak to Romstar, please proceed as follows:
   - Obtain an RMA# from a Romstar Service Representative
   - Reference this RMA# on all correspondence, shipping documents and it must be clearly visible on the outside of the package.
   - Be sure that your packaging is at least 4 inches by 6 inches. Many shipping companies will not ship anything smaller.

- Return your pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE. Use a shipping Company which will be able to provide a proof of delivery in the event your return is lost in transit. Include a brief letter (referencing your RMA#) explaining the defect. You must include the following with your return:
  - Full Name
  - Complete Mailing Address
  - Shipping Address if different than mailing address
  - Day Time Phone Number
  - Dated Sales Receipt or Similar Proof of Purchase
  - Name and Address of the store the pak was purchased

Send your return to:

ROMSTAR, INCORPORATED
CONSUMER PRODUCTS SERVICE DEPARTMENT
DEPT. 112
22857 LOCKNESS AVENUE
TORRANCE, CA 90501

THIS WARRANTY SHALL NOT APPLY IF THE PAK HAS BEEN DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, MODIFICATIONS, TAMPERING, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- *Reorient the receiving antenna*
- *Relocate the NES with respect to the receiver*
- *Move the NES away from the receiver*
- *Plug the NES into a different outlet so that computer and receiver are on different circuits.*

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

ROMSTAR

PLAYER SUPPORT

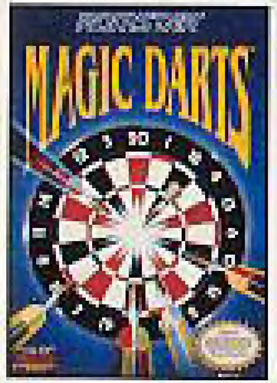
If you have any questions regarding your **MAGIC DARTS**® Game Pak, please feel free to contact your Player Support Department at:

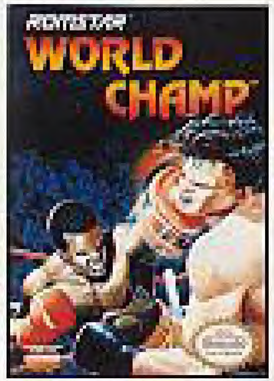
(213) 539-5283

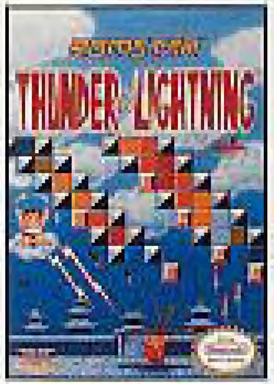
Please return your Free Subscription Card to Romstar's Newsletter. In the newsletter we will update you on new games from Romstar, give hints and tips on Romstar games and run contests.

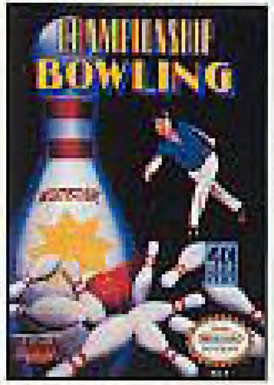
Look for other Romstar games — Coming soon from your local retailer.

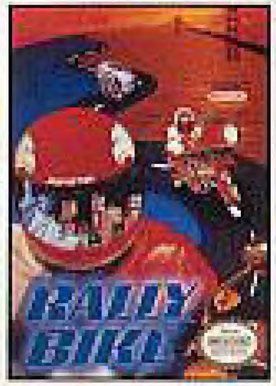
NES® GAMES FROM ROMSTAR











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